CHRIS PRONGER <<

NHL HITZ 2003

EVERYONE

CONTENT RATED BY ESRB

INSTRUCTION MANUAL

MIDWAY SPORTS

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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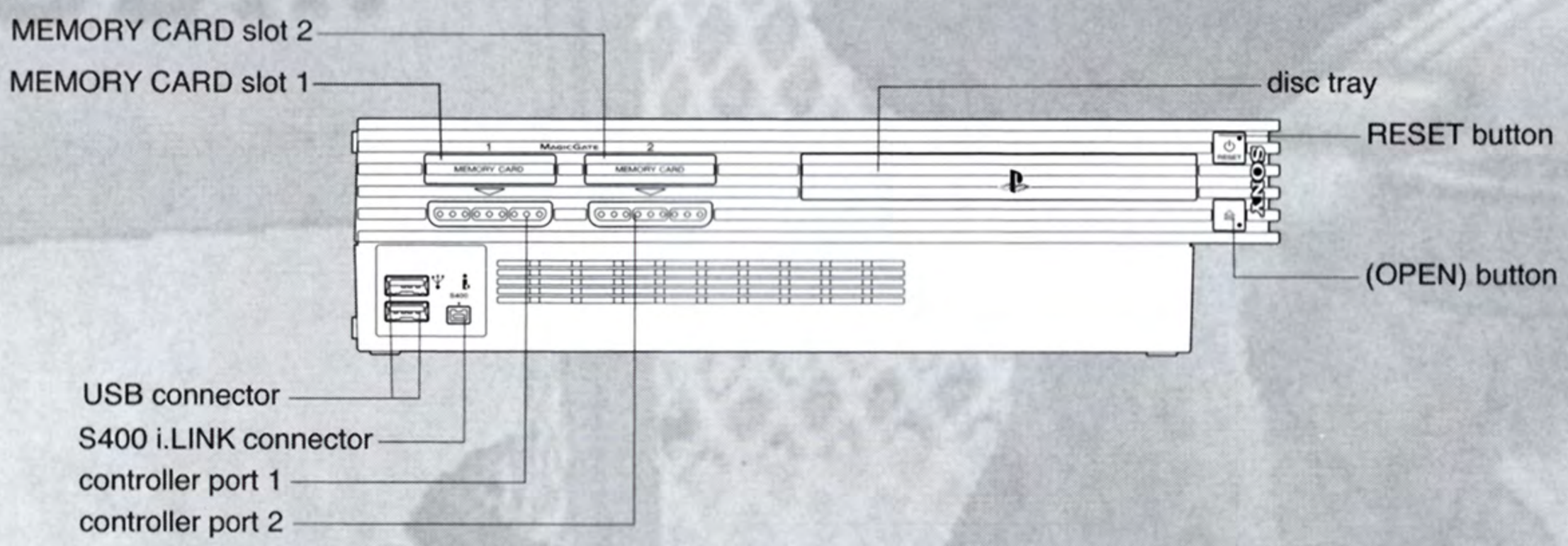
GET STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the NHL® Hitz 20-03 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

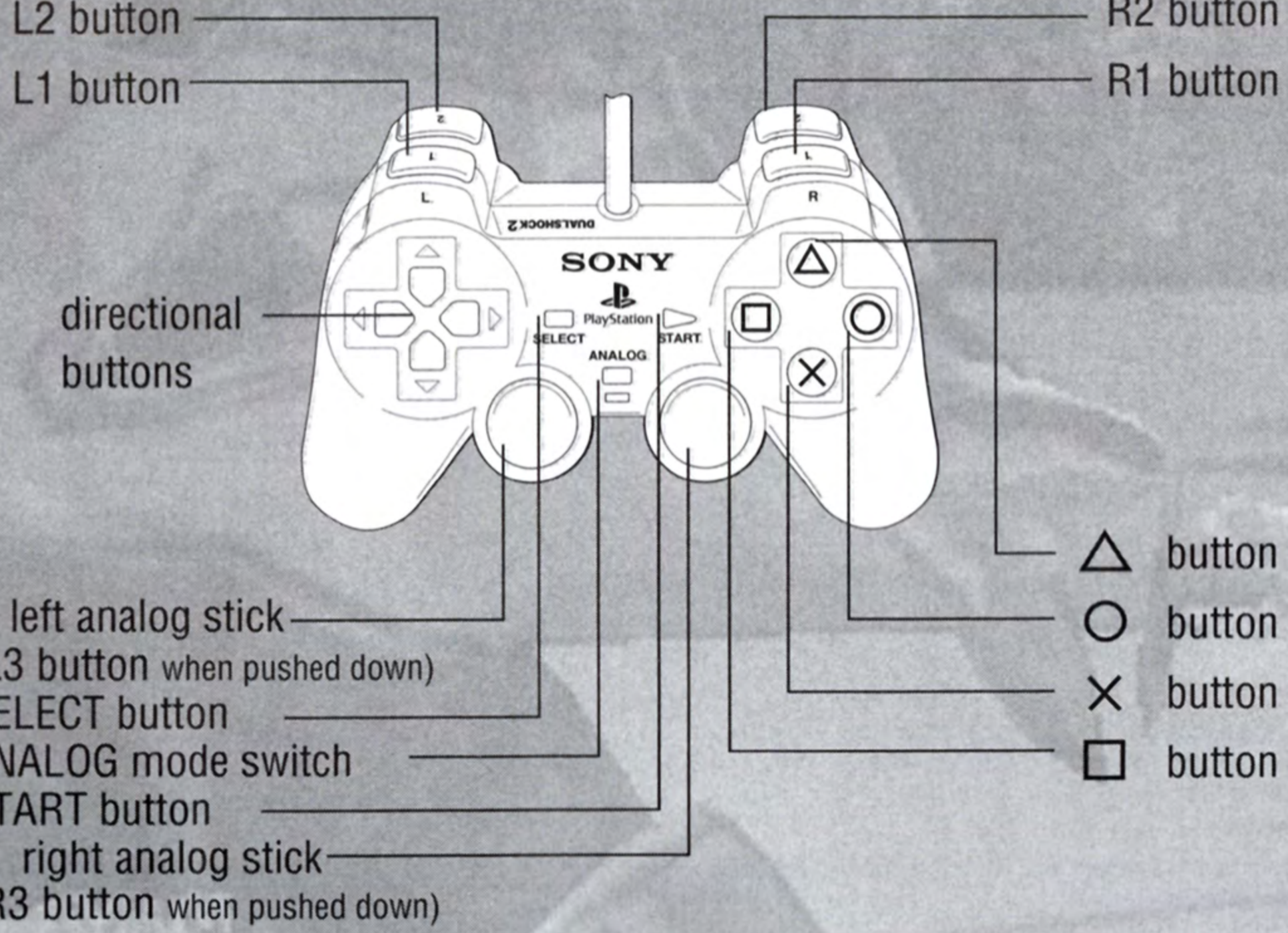


NHL HITZ IN-GAME HELP

On all NHL Hitz menus, you can press the R2 button to view in-game help menus that might answer any questions you have about a particular game mode or option. If your question isn't answered using in-game help, we suggest reading through this manual for any questions you need answered.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NHL® Hitz 20-03 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK™2 analog controllers.

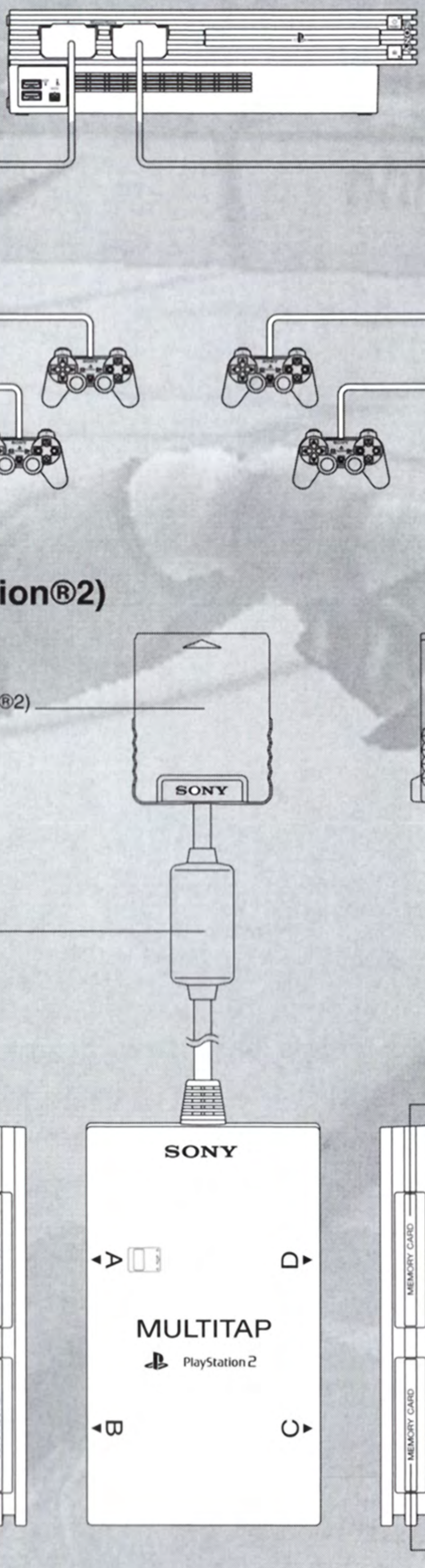
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing. Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (↑, ↓, ← or → depending on the menu) to highlight a selection.

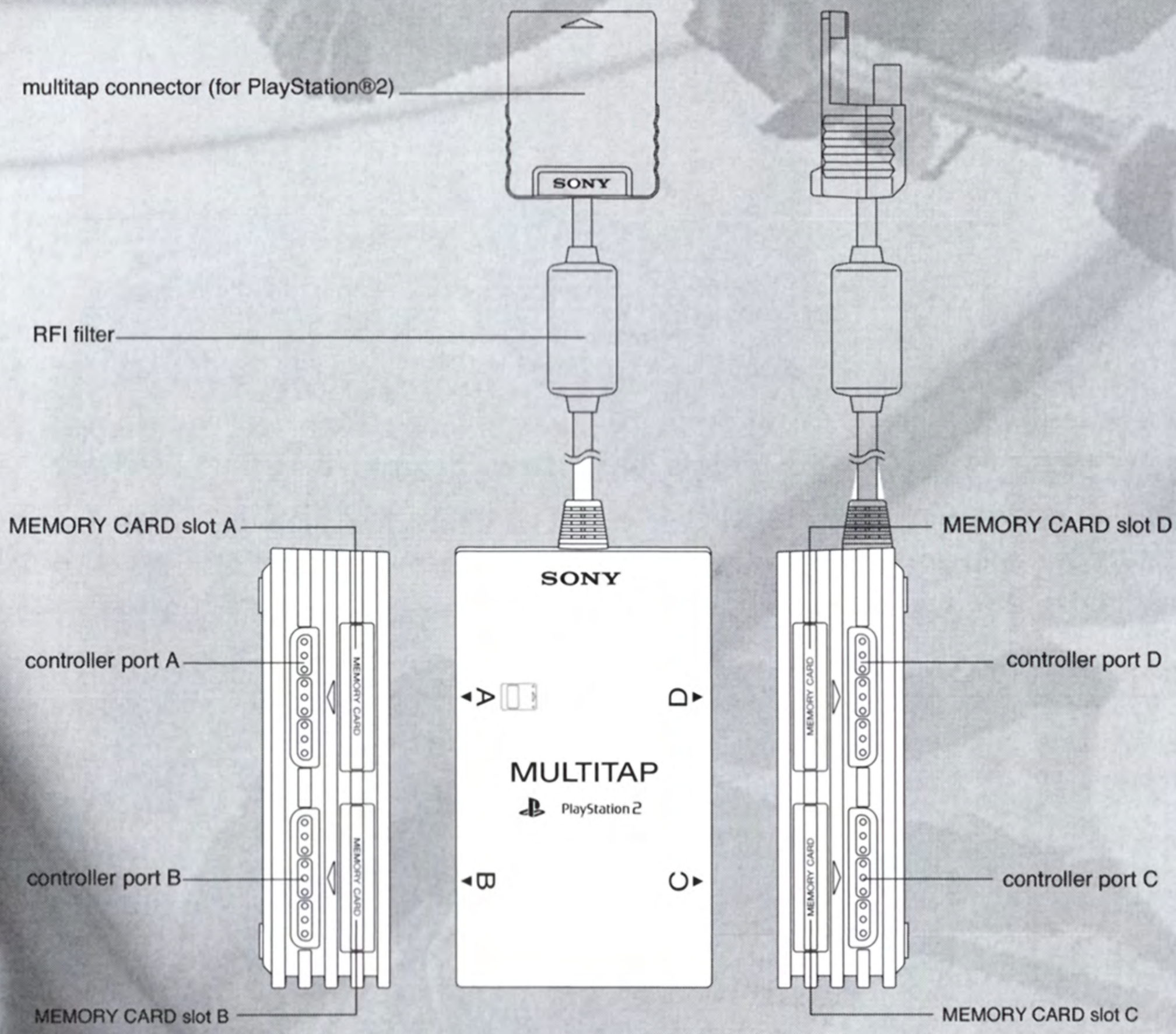
MULTIPLE PLAYERS

MULTITAP COMPATIBLE

NHL® Hitz 20-03 supports up to 6 players. Use a multitap (for PlayStation®2) to gain access to 6 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap (for PlayStation®2). See below for diagram.

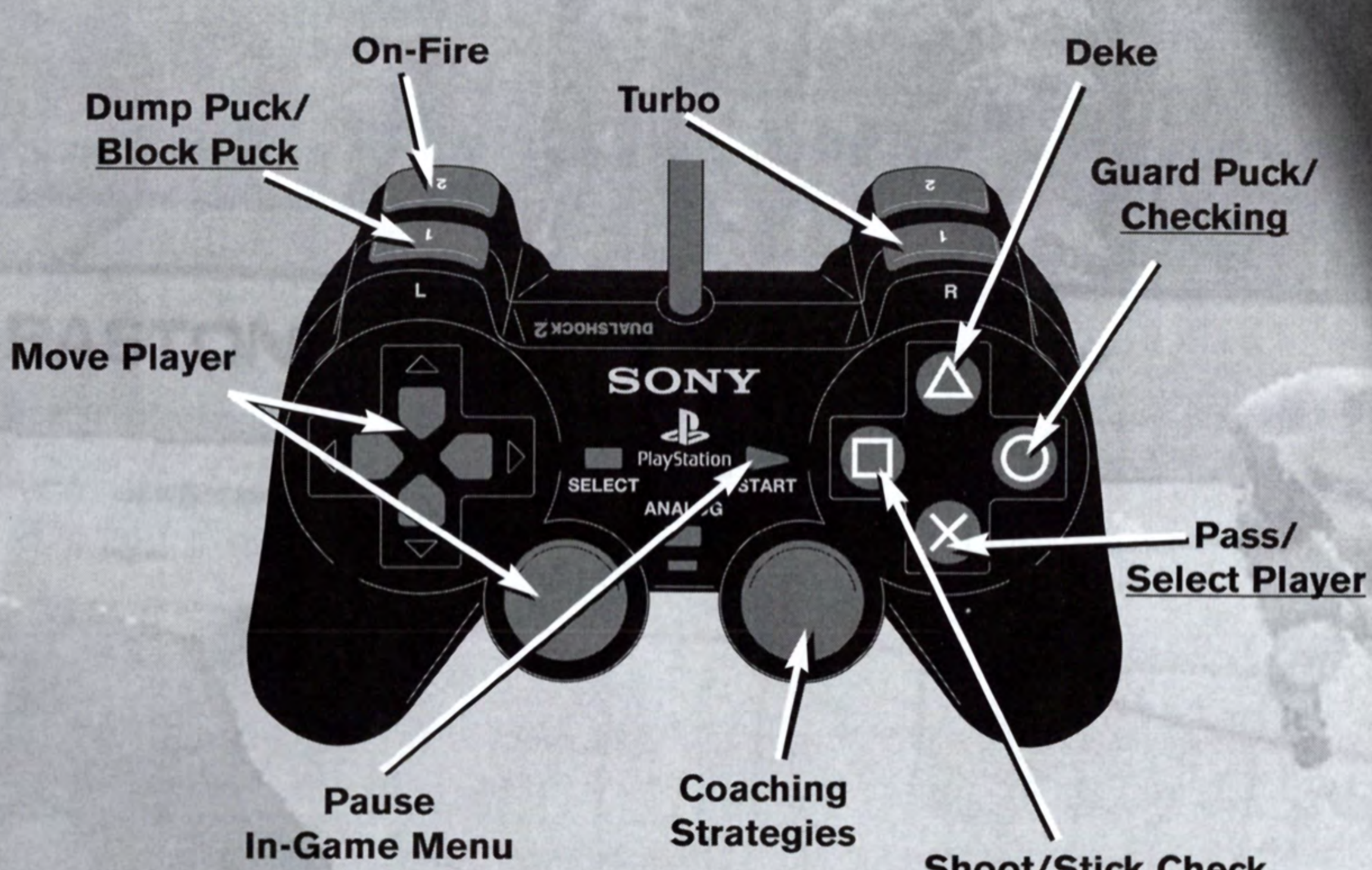


Multitap (for PlayStation®2)



DEFAULT CONTROLS

WITH PUCK / WITHOUT PUCK



ADVANCED CONTROLS

Fake Shot = Hold Shoot (■ button), then press Guard Puck (● button)

Fake Shot, Pass = Hold down Shoot (■ button), then press Pass (✕ button)

One-Timer = Press Pass (✕ button), then Shoot (■ button)

Fake Shot, Pass, One-Timer = Hold down Shoot (■ button), then Pass (✕ button), then Shoot (■ button)

Reach for Loose Puck = ■ button

MAIN MENU

EXHIBITION

Play a quick Exhibition game. You'll choose sides (**Home** or **Away**), then choose teams and players to take to the ice. For the quickest path onto the ice, hold the **R1** button and use the NHL Hitz 20-03 Quickstart feature.

FRANCHISE

NHL® Hitz 20-03 includes a single team franchise mode that lets you create a team and attempt to become #1 in the world by winning games. After beating the best 'World' team in the game, the team receives an invitation to join the NHL and is allowed to erect a stadium in the hometown location of their choice. Once selected, you can either create a **New Franchise**, or **Load** an already created Franchise.

New Franchise

Enter Name

You'll first need to name your new Franchise. Press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button. Repeat the process until you've spelled the name, then select **End**.

Difficulty

Select the game difficulty that fits your skills: **Rookie**, **Pro** or **All-Star**.

Create Your Team

You can select **Manual** to create the team yourself, or select **Automatic** to have the CPU quickly create a team for you.

If you selected Manual, select from these options to create your franchise team:

Name : Name your team (see **Enter Name**, above).

Nickname : Scroll through the list of preset team names to choose a nickname for your team. This name will be used by the announcer.

Logo : Scroll through the various logos to select one you like. The logo also dictates the style of your team's uniform.

Hotspot : The Hotspot can be placed anywhere in the other team's zone. If you take a shot within the Hotspot, your chances to score will increase.

Coaching Style : Press the **directional button** ⬅ or ➡ to select **Offense** or **Defense**, then press ⬆ or ⬇ to selected the type of offensive or defensive philosophy you'd like your team to have. Press the ⊗ button to make your selection (see **Coaching Strategies**, pg. 20).

FRANCHISE (CONT.)

CREATE PLAYER

If you're creating your own team. Press the directional button ⬆ or ⬇ to highlight an option, then press ⬅ or ➡ to make a selection. Create each player using the following options:

NAME : Name your player (see **Enter Name**, previous page).

NICKNAME : Scroll through the list of preset player names to choose a nickname for your player. This name will be used by the announcer.

NUMBER : Give your player a number.

PREFERENCES: Decide players' **Stickhand**, preferred **Position** and **Favorite Shot**.

PLAYSTYLE : Select **Style** of play, **Height** and **Weight**. Your attributes will vary and depend on the options you select.

APPEARANCE : You can select various parts of your player's body and make detailed changes. Your attributes will vary depending on the options you select.

Repeat this process for each of the players you'll need to create. You'll be prompted when your team is complete. Choose **Accept All** to go to the Locker Room.

LOCKER ROOM

The Locker Room is the place to come to edit your team/players.

Choose from these options:

ROUND 1
EXPERIENCE
LOCKER ROOM
GO TO LOCKER ROOM TO EDIT YOUR CURRENT TEAM, EQUIP YOUR PLAYERS AND DO OTHER MANAGERIAL DUTIES
HELP
OPTIONS MENU

WORLD MAP

The World Map lets you navigate to go to Junior games, World Games and the Locker Room to modify your team. There are 8 rounds in Franchise mode. Each round has 4 Exhibition style games versus Junior League or NHL Teams. In the first two rounds, you'll play Junior teams, but in rounds 3 through 8, you'll play NHL teams.

JUNIOR AND NHL TEAM GAMES

Complete Tasks to fill your Experience Bar. Tasks appear on the World Map as you scroll from area to area. Read the tasks. As you complete them, a text overlay will appear on-screen. A full Experience Bar earns you bonus attribute points to distribute to your team.

WORLD GAMES

Defeating a world team earns you Equipment that boosts your player's attributes.

TEAM

Return to the Edit Team screen to make changes to your team.

PLAYERS

Return to the Create Player screen to edit your players.

FRANCHISE (CONT.)

EQUIPMENT

Equipment boosts players stats, so it's vital to gear them up. Now you can choose from any earned equipment you have in your locker. The default screen (first icon) displays your player's stats. You can **Auto Assign** the equipment or do it **Manually** by pressing the **directional button** ⬅ or ➡ to select an icon representing a type of equipment. Next, press ⬇ to access the equipment, then press the **directional button** ⬆, ⬇, ⬅ **or** ➡ to highlight the items.

As you highlight equipment, a description will appear below. Look for advanced equipment (+5, +10, etc.), then press the ⊗ button to put it on. The higher the equipment level, the better it is. Press the L1 or R1 button to cycle between players.

CAPTAIN

Press the **directional button** ⬆ or ⬇ to select your team's captain. The captain will receive a +5 to all attributes.

EXPERIENCE

Once you've accumulated Experience Points, you can boost your player's attirbute using the Experience Screen. Press the **directional button** ⬆ or ⬇ to select an attribute, then press the ⊗ button to assign points to that attribute. Details regarding your accumulated points and the attributes are displayed to the right.

SEASON

Play an entire NHL® season using the team of your choice. Once you select this option, you can start a New Season or Load a previously created season. You can use one team for all your season games, or if you like, you can play as the opposing team. You can also import a completed Franchise team into Season mode.

When you start a new season, you'll go to the Season Setup Screen to make adjustments to these options:

MODE : Select to play an entire Season or Playoffs Only.
DIFFICULTY LEVEL : Select Rookie, Pro or All-star, depending on your experience.
NUMBER OF GAMES : Set your number of season games to 14, 29, 58 or 82.
PLAYOFF LENGTH : Choose 1 game or Best of 3, 5 or 7 games.
FANTASY DRAFT : Select the default **NHL** roster (OFF) or **Fantasy Draft** (ON).
TRADE DEADLINE : Like the pros, establish a cut-off date to stop trades.
TRADE LOGIC : Avoid lopsided, unfair trades with the ON setting.
ALL-STAR GAME : Choose the type of All-Star matchup you'd like for your season.

CHOOSE USER TEAMS

Press the **directional button** ⬆, ⬇, ⬅ or ➡ to highlight a team, then press the ◉ button to make it a User team (human controlled). You can make as many User controlled teams as you like.

SEASON (CONT.)

SEASON CENTRAL

The Season Central screen shows your next match-up, and offers several options to adjust prior to your game. Here are the options:

PLAY GAME

Hit center ice and get the game started.

ROSTERS

Make adjustments to your team's roster using the following options:

View Rosters : Press the directional button ⬅ or ➡ to view each player on your team's roster.

Create Player : Create a Player or Goalie (see **Create a Player**, pg. 12, for details).

Trade Players : NHL Hitz allows you to trade players (see **Trading Players**, pg. 12).

Free Agency : NHL Hitz includes several free agent players available for your team. Press the directional button ⬆ or ⬇ to highlight a free agent, then press the ⊗ button to sign him. If you have no room for a new player on your roster, you'll be asked to drop a player to make room for the free agent.

Jersey Numbers : If you don't like the default numbers on your players' jerseys, use this option to pick new numbers. Highlight a number. The player will appear in the above window. Now, press the directional button ⬆, ⬇, ⬅ or ➡ to highlight a number, then press the ⊗ button to choose the new number.

TEAM REPORT

Press the directional button ⬅ or ➡ to select a team, then press ⬆ or ⬇ to highlight an option. Selected report information will appear to the right.

STATS

To view varying stats, press the L1 or R1 buttons to select teams, then press the directional button ⬆ or ⬇ to highlight players. Press the directional button ⬅ or ➡ to highlight a category, then press the ⊗ button to sort. To view the Goalies, press the ▣ button.

CALENDAR

The L1 and R1 buttons cycle the through months. Press the directional button ⬅ or ➡ to select a team, then press ⬇ to access the calendar. To have the CPU simulate a game, press the directional button ⬆, ⬇, ⬅ or ➡ to highlight a day, then press the ⊗ button. All games up to and including that date will be simulated. This allows you to speed through the season if needed.

STANDINGS

To view standings, press the L1 or R1 buttons to select a Conference, Division or the League, then press the directional button ⬆ or ⬇ to highlight teams. Press the directional button ⬅ or ➡ to highlight a category, then press the ⊗ button to sort.

OPTIONS

See **Options**, pgs. 13 - 17.

SAVE SEASON

See **Save Options**, pgs. 17 .

MINI GAMES

Beat Mini Game Records to unlock Fantasy models. Here are the games:

THREE IN A ROW

Play Tic-Tac-Toe by shooting pucks at targets. You'll take on a friend or CPU to see who can get three in a row first. You can block your opponents shots or shoot already hit targets to change them to your own X or O.

OWN THE ICE

Grab the puck at center ice and try to skate over all 5 areas before your opponent can take away the puck. The area changes color to match your player indicator. The first player to own all the areas wins. If time runs out, the player with the most areas wins.

KING OF THE RINK

Within a circular rink, check or sweep players to gain points. You'll earn extra points for knocking a player out of the rink. The most points wins!

KEEP AWAY

A team of 2 players keep the puck away from the opposing team and gain points for time of possession and for each successful pass.

SHOOTOUT

Players take turns as the shooter and goaltender to try to score or stop the puck. You'll have five chances. The player with the most goals wins. Ties result in Sudden Death rounds. Goalies can Poke Check and Body Check, and Saves are automatically thrown for you.

SHOOTING GALLERY

Take aim at building windows in this 2-on-2 Mini Game. The team that can break the most windows within the time limit wins.

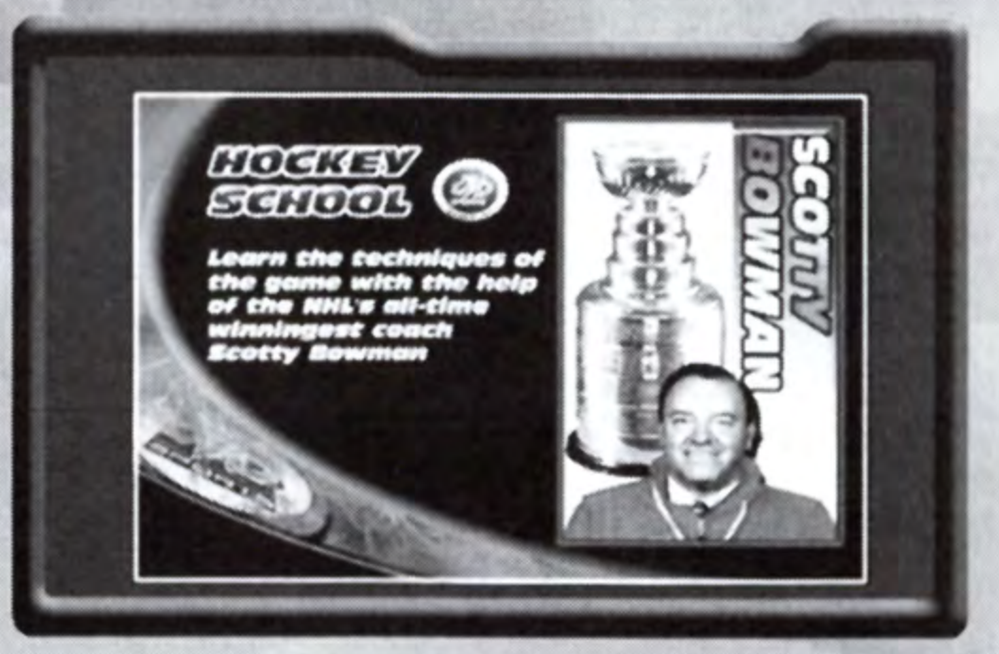
TOURNEY

Create and play a tournament versus NHL, Fantasy, Unlocked and Created teams. You pick the skill level (**Rookie**, **Pro** or **All-Star**) and number of games you'll play (ie. 1 game or best of 3, 5 or 7 games). You'll select a team, then go to the Tourney Central Screen. Here, you can view Rosters, Stats, the Schedule and Standings. You can also view tournament Options (see **Options**, pg. 13-17) or Save the tournament (see **Saving Games**, pg. 17). As you win games, you'll advance toward the championship in the Quest for the Midway Cup!

HOCKEY SCHOOL

The NHL's all-time winningest coach, **Scotty Bowman**, takes you lesson-by-lesson through the various skills you'll need to be successful playing NHL Hitz.

You can manually select a lesson you'd like to take or simply press the ⊗ button and go through each available lesson. Each lesson includes Scotty Bowman's audio instructions to walk you through. Following each completed lesson, you'll be brought back to the Hockey School Menu.


HOCKEY SCHOOL
Learn the techniques of the game with the help of the NHL's all-time winningest coach Scotty Bowman
SCOTTY BOWMAN

CREATING OR ACQUIRING PLAYERS

CREATE PLAYER

NHL Hitz 20-03 includes a great "Create Player" option for making your own all-star hockey player. Here's how to make it happen:

You can access the Create Player option within Season Mode. Select **Rosters**, then select **Create Player**. You can create a player or goalie. Select the type of player you want to create, then press your directional button ⬆, ⬇, ⬅ or ➡ to highlight, cycle and adjust the following options. :

NAME : Spell out the name you want to appear on the player's back.

NICKNAME : NHL Hitz includes a large library of names the announcer will use in the game. Pick the one you'd like to hear as your created player makes plays.

NUMBER : Give your player a number.

PREFERENCES : Decide your player's Stickhand, Position and Favorite Shot (Favshot).

PLAYSTYLE : You're given 250 attribute points to distribute on top of your player's base play styles. Increase or decrease these attributes to create the type of player you have in mind.

APPEARANCE : Scroll through the many distinct physical attributes of your player. Adjust each one to create your player's outward physical appearance.

When you're finished, select **CONTINUE** to return to Season Central.

TRADING PLAYERS

Need a player for the Playoff stretch run? You can trade for players in Season Mode using the Rosters option on the Season Central Screen (see **Season Central**, pg. 10). To do so, press the L1 or R1 button to toggle team rosters. Press the directional button ⬅ or ➡ to select the teams you'll involve in the trade. At least one of the teams must be human controlled.

Once the teams are selected, press the directional button ⬆ or ⬇ to highlight a player. Do this for each team, then press the ⊗ button to place him on the trading block. Press the ▣ button to make the trade.

NOTE: Sometimes trades are rejected if the players being traded have vast differences in their overall rating, play style or what the teams involved in the trade need. Also, Goalies cannot be traded for position players. Keep this in mind when you try to make trades.

FREE AGENCY

If creating and trading for a player won't help your team, try nabbing one off the waiver wire. Free Agency lets you pick up an available NHL or Franchise player. Here's how:

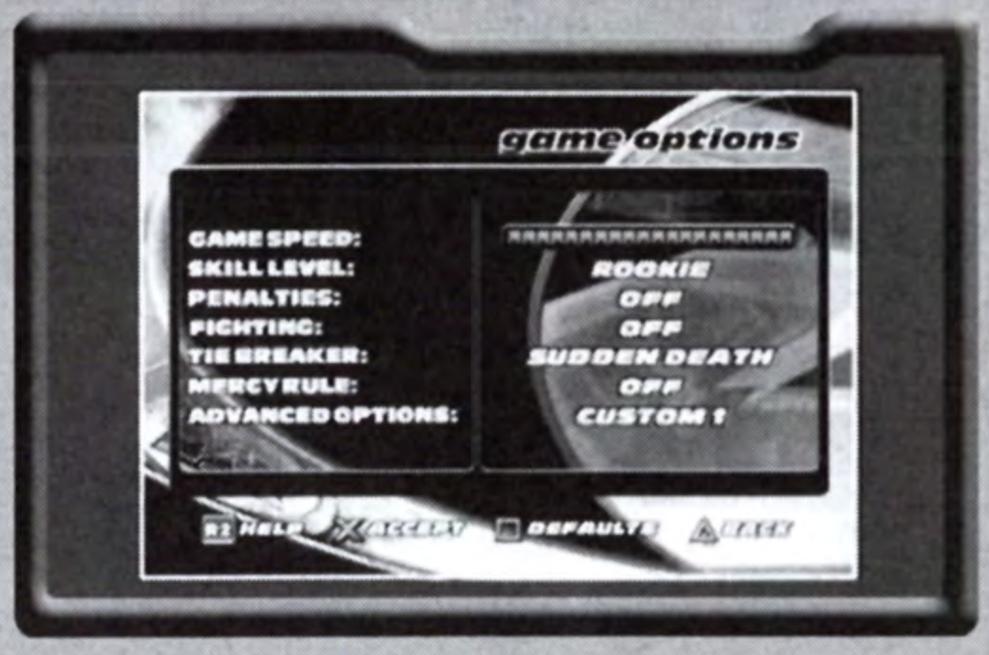
Press the directional button ⬆ or ⬇ to highlight a player. Their face and attributes will appear to the right. Press the directional button ⬅ or ➡ to select the team you'd like them to join, then press the ⊗ button to sign the free agent.

NOTE: Keep in mind that you won't be able to pick up players and keep the players you have. You'll need to release a current player on a teams roster to pick up a Free Agent. If you try to acquire a player while having a full roster, you'll be prompted to release a player.

OPTIONS

GAME OPTIONS

Press your directional button ⬆ or ⬇ to highlight an option, then press ⬅ or ➡ to adjust these game options:



GAME SPEED : Choose how fast you'd like the players to move.

SKILL LEVEL : Select Beginner, Rookie, Pro or All-Star.

PENALTIES : Choose to have Penalties ON (called) or OFF (not called).

FIGHTING : Turn Fighting ON (fights occur) or OFF (no fights).

TIE BREAKER : Decide how to resolve tie games: **Sudden Death** (first goal scored in overtime wins) or **Shootout** (see **Shootout**, pg. 11).
If you want to decide during a game, select **Choose In Game** to make the decision at that time.

MERCY RULE : Choose the goal differential you'd like to use to avoid playing a complete game that's become a blowout. You can set the **Mercy Rule** option from 1 to 10 points or leave it OFF and let the game's final score stand.

ADVANCED OPTIONS : If you've created and saved any **Advanced Options**, you can select them here to apply them to your game (see pg. 15 - 16).

SOUND OPTIONS

Press your directional button ⬆ or ⬇ to highlight an option, then press ⬅ or ➡ to adjust the volume for these audio options: **Music Volume, Sound FX Volume, Crowd Volume** and **Broadcast Volume.**

BROADCAST SETTING : Choose **Play & Color** (Play by play and Color commentary), **Play by Play** (play calling only) or **None** (no announcers).

MUSIC SETTING : Play **Game Sound** or the killer **NHL Hitz SoundTrack.**

SPEAKER SETTING : Choose **Stereo** or **Mono sound.**

JUKEBOX

Within the Sound Option menu, press the ◉ button go to the Jukebox options menu. Press your directional button ⬆ or ⬇ to highlight a song from the soundtrack, then press ⬅ or ➡ to turn it OFF or ON. To sample a song within the soundtrack, press the ▣ button.

sound options
JUKEBOX
Bombshell - Powerman 5000 ON
Breakaway - OddManRush ON
Circles - Incubus ON
Feel So Numb - Rob Zombie ON
Heavy Hitter - Zhu Zhu Petal ON
Hockey Monkey - The Zambonis OFF
Pieces - Hoobastank ON
CURRENTLY PLAYING:
END MUSIC FRONT END MUSIC FRONT END MU
R1 HELP
SAMPLE

OPTIONS

DISPLAY OPTIONS

As you play the game, there are many items of information on-screen during gameplay. Display Options allow you to determine what and how you want them displayed.

CAMERA ZOOM : Adjust the amount the camera zooms into the action as you play.

CAMERA TYPE : Choose the angle the camera places you in the action. Select **Overhead**, **Ice** (ice level) or **Side** (side view).

AUTO REPLAY : By default, goal scoring plays are followed by an instant replay. You can turn this feature **ON** or **OFF**.

SCORE OVERLAY : Choose to **Show** or **Hide** the score overlay as you play.

TURBO METERS : **Show** or **Hide** the turbo meters.

SHOT SPEED : **Show** or **Hide** shot speed.

INDICATORS : You can choose to identify players on the ice with a displayed player **Name**, player **Number** or the human **User** controlling the player. Select **None** for no indicator.

HOT SPOT : **Show** or **Hide** the Hot Spot.

ROSTER MANAGEMENT

Roster Management is used to update the NHL rosters across all game modes. This is most effective for updating rosters to keep them current with real NHL trades and free agency.

To manage team rosters, press the **L1** or **R1** button to access the team window. Press the directional button ⬅ or ➡ to select the team whose roster you'd like to adjust.

Once the teams are selected, press the directional button ⬆ or ⬇ to highlight a player in both windows. Press the ⊗ button to make the switch.

NOTE: Trades will never be rejected within Roster Management, because this option is used to update rosters. Teams must still have a 9 player, 2 goalie roster. Goalies cannot be traded for players.

CONTROLLERS

NHL Hitz 20-03 includes six controller presets. Press the directional button ⬅ or ➡ to cycle through the available presets (A through F).

To assign that preset to an existing saved User name, press the **L1** or **R1** button. You'll toggle any saved names.

Press the ▣ button to turn the controller's Vibration feature ON or OFF.

OPTIONS

UNLOCKABLES

NHL Hitz 20-03 shows it's depth by allowing you to unlock a multitude of custom player Heads, Jerseys, player Models, Stadiums and Teams. You can unlock items in all game modes. For example, beating Mini Game Records, playing Exhibition games, winning a Tournament, completing Hockey School, playing Season or Franchise games and beating Hitz Recordz.

Press the **L1** or **R1** button to view the 5 categories of unlockables. Press the directional button ⬆ or ⬇ to highlight an item. Below the item displayed is a description of what you need to accomplish in order to unlock that item.

ADVANCED OPTIONS

The Advanced Options feature allows you to make in-depth adjustments that affect all aspects of the game. Tweak and customize the gameplay and overall feel of the game as you see fit. Once selected, choose one of five Custom Slots to use to save your data.

Next, you'll go through 6 categories of options. You can then decide to increase or decrease values or turn options **ON** or **OFF**. Once these options are saved, you can then apply the custom options at the Game Options Menu (see pg. 13) prior to or during any game you play.

GAMEPLAY

Press the directional button ⬅ or ➡ to increase or decrease:

ON FIRE EFFECT : Increase or decrease the chances the CPU catches On Fire.
PUCK OUT OF PLAY : Decide whether to keep the puck in play at all times (**OFF**) or let it go into the crowd (**ON**).
LOSE FIGHT PENALTY : A Player losing a fight is given a penalty (**ON**) or no penalty (**OFF**).
BULLDOZER PUCK : The puck knocks over players as though it were a bowling ball.
PASS INTERCEPTION : The CPU will intercept passes less or more often.
POST WHISTLE TIME : You'll be able to control your players a little longer after the whistle blows, allowing you to have a chat with your opponent.

A.I. (ARTIFICIAL INTELLIGENCE)

Press the directional button ⬅ or ➡ to increase or decrease:

CATCH UP LOGIC : With the feature **ON**, players losing the game can put one in the net a little easier to catch up and keep things interesting. Turn this feature **OFF** to play straight up.

Press the directional button ⬅ or ➡ to adjust the level of the CPU's Stick Check Frequency, Body Check Frequency, Deke Frequency and Guard Puck Frequency.

ADVANCED OPTIONS (CONT.)

GOALIES

Finding it hard to score? Press the directional button ⬅ or ➡ to increase or decrease:

GOALIE FATIGUE : Goalie Fatigue affects how easy it is to score.
POSSESSION BONUS : Be rewarded for dominating time of possession. Opposing goalies will become fatigued.
SHOT BONUS : Increase your chances of scoring when attempting more shots-on-goal.
ATTRIBUTE BONUS : Shooting attributes will have more or less affect than usual.
ONE-TIMER BONUS : Have one-timers pay off more or less frequently.
OPEN SHOT BONUS : A wide open shot at the net has more or less chance of scoring.
HOT SPOT BONUS : Shooting from the hot spot has more or less chance of scoring.
BREAKAWAY BONUS : Breakaways have more or less of a chance of scoring.

PLAYER ATTRIBUTES

CPU Player Attributes can be modified to make all players play better or worse. Press the directional button ⬅ or ➡ to increase or decrease:

SHOOTING ATTRIBUTES : Shooting attributes will have more or less effect than usual.
CHECKING ATTRIBUTES : Checking attributes will have more or less effect than usual.
PASSING ATTRIBUTES : Passing attributes will have more or less effect than usual.
SPEED ATTRIBUTES : Speed attributes will have more or less effect than usual.

FIGHTING

Getting beat up all the time? Press the directional button ⬅ or ➡ to increase or decrease:

FIGHT DIFFICULTY : Increase or decrease the chances of winning fights versus the CPU.
FIGHT HEALTH : Increase or decrease the players' Heath Meters.
PUNCH DAMAGE : Increase or decrease the amount of damage a punch inflicts.
BLOCK PUNCH DAMAGE : Increase or decrease the amount of punch damage inflicted when blocking a punch.
MAX FIGHTS GAME : Increase/decrease the maximum amount of fights per game.

VISUALS

The Visuals menu allows you to remove adjust the look and size of player heads and the puck:

PLAYER HEAD MODE : Set the size of the controlled player's head to **Normal, Big** or **Huge.**
TEAM HEAD MODE : Choose **Normal, Big** or **Huge** head size for both teams.
PUCK SIZE : Increase or decrease the puck size.
PUCK SHADOW : Turn the puck's shadow **ON** or **OFF.**
PUCK EFFECT : Add an effect to the puck as it travels. Choose **Streak, Trail, Blur** or **OFF.**
PUCK GLOW : Choose a color for the puck's glow; **Green, Yellow, Red, Blue** or **OFF.**
SHOW CROWD : Show the crowd **(ON)** or remove it **(OFF).**

OPTIONS

User Records

Press the directional button ⬆ or ⬇ to view the records list. If you did well enough, your User Name should appear on the right. They are separated into 3 sections: Overall, Game and Mini Games.

USER STATS

When you enter a User Name at the Choose Sides Screen (see page 18), statistics will be accumulated and saved to that user name. You can then select this option to view stats from all the games you play using that user name.

More than one player may enter a user name, so the User Stats screen will display all stats associated with all saved user names.

Press the directional button ⬆ or ⬇ to highlight a name, or press the directional button ⬅ or ➡ to highlight a category. The ⊗ button will sort by the category selected. Because only 20 user names can be stored, you may have to delete one to create another. To delete a selected user name, press the ▣ button.

SAVE OPTIONS

NHL® Hitz 20-03 lets you save accumulated data to your Memory Card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Data will be automatically loaded each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1-A. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

The save option appears in several game modes and appears following each game mode (other than Exhibition). Once this option is selected, press the directional button ⬅ or ➡ to select the memory card you'd like to save to (if you have more than one). When you have your memory card selected, press the ⊗ button to begin saving.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play. Do not add or remove a memory card while saving is in progress.

CREDITS

View game credits of the people who stayed up late nights putting together NHL Hitz 20-03. As credits roll, enjoy a behind the scenes look at various events that took place during the making of this game.

MOVIES

Check out some extra DVD content created during the making of NHL Hitz 20-03.

PRE-GAME SETUP

CHOOSING SIDES

Prior to each game, select whether you want to be the **Away** or **Home** team. Press the directional button ⬆ or ⬇ to move your controller icon into a team window. Press the ▣ button to enter a **User Name**, so stats accumulated in that upcoming game will be saved to that user name (optional). There's a maximum of 4 characters per name. Press the ▣ button once you've entered the name.

Press the directional button ⬆ or ⬇ to scroll through the letters, then press ⬅ or ➡ to move to the next letter to spell out your user name.

Up to six controllers are displayed between the Home and Away window (see Multiple Players, pg. 5). Each player who wants to play must press the directional button ⬆ or ⬇ to choose a side, then press ⬅ or ➡ to choose a team. Once all players have made their selection and entered a user name, press ⊗ button to go to the **Choose Player** screen.

CHOOSE PLAYERS

Press the directional button ⬅ or ➡ to scroll through the available players, then press the ⊗ button. Do this for all three players and the goalie.

If you like, you can press the ▣ button to lock that player. When locked, you cannot switch to control any of your teammates. This option is most useful when playing multi-human player games.

To toggle players' stats, press the ◉ button.

CHOOSE JERSEYS

Press the directional button ⬅ or ➡ to scroll through the available player jerseys for each team. As you play more and more games, new jerseys will unlock, so take some time to find the one you like. Press the L1 or R1 button to toggle control of the teams. When you're finished, press the ⊗ button to move on to the Stadium Select screen.

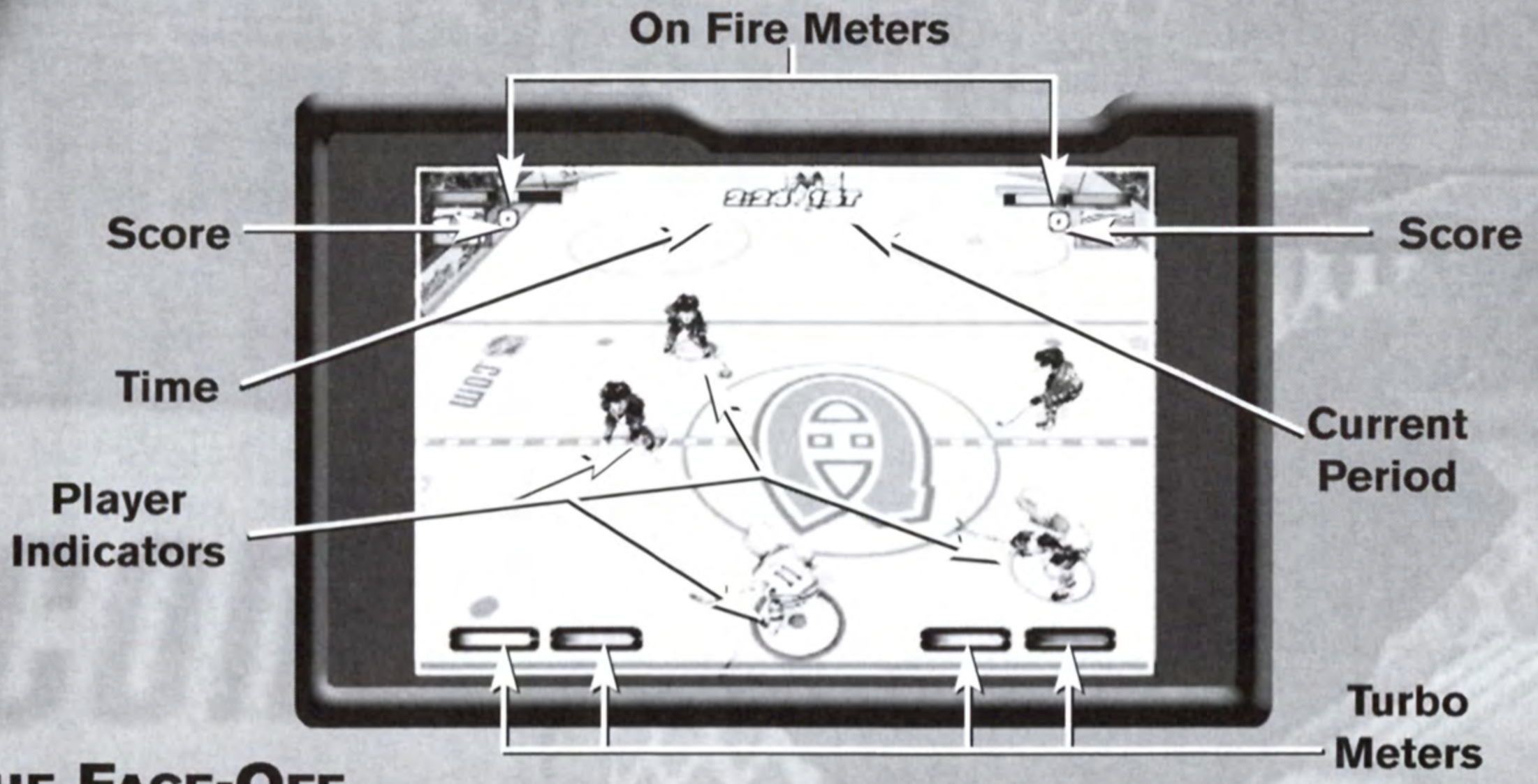
STADIUM SELECT

Press the directional button ⬆ or ⬇ to scroll through the available stadiums. Each stadium is displayed to the right of the selection window. The stadiums also include additional information regarding the weather.

GAME ON!

THE HUD

NHL® Hitz 20-03's Heads Up Display (HUD) is simple, so you won't be overwhelmed by on-screen information as you play. Review the illustration below to familiarize yourself with the HUD.



THE FACE-OFF

Possession of the puck means everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the ⊗ button, ▣ button or ◉ button. They each do something different during the face-off. Whether you win or lose is based on the button your opponent selects.

Basically, the ⊗ button beats the ◉ button, the ◉ button beats the ▣ button and the ▣ button beats the ⊗ button. If you both press the same button, the winner is determined by who pressed the button first.

THE ONE-TIMER

When executed correctly, this is quite possibly the most difficult shot for any goalie to stop. With a teammate open and rushing (or near) the net, press the **Pass button**, then quickly press the **Shoot button** to execute a one-timer. You can perform this shot from anywhere on the ice, but shooting closer to the net will give you a better chance to score.

PLAYER INDICATORS

Colored circles appear under each human controlled player. The color is determined by which controller you're using [Blue (1), Red (2), Green (3), Yellow (4), Orange (5), Dark Purple (6), Cyan (7) and Light Purple (8)]. All eight controllers will be detected, but only six can be used during the game. Colors appear at the Choosing Sides Screen before the game. See **Choosing Sides**, pg. 18).

TURBO METERS

Turbo Meters are displayed at the bottom of the HUD, and they're colors correspond to the colors of the Player Indicators. Turbo (R1 button) diminishes fast, but it will completely replenish in 5 seconds when released.

GAME ON!

PASSING

As you play, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen. Use the ⊗ button to pass the puck.

CHECKING

If you really want the puck, a nice hard Check should jar it loose from your opponent. Press the ▣ button for a **Stick Check** or the ◉ button for a nice **Body Check**. Add a little turbo to really send him flying.

BLOCKING SHOTS & PASSES

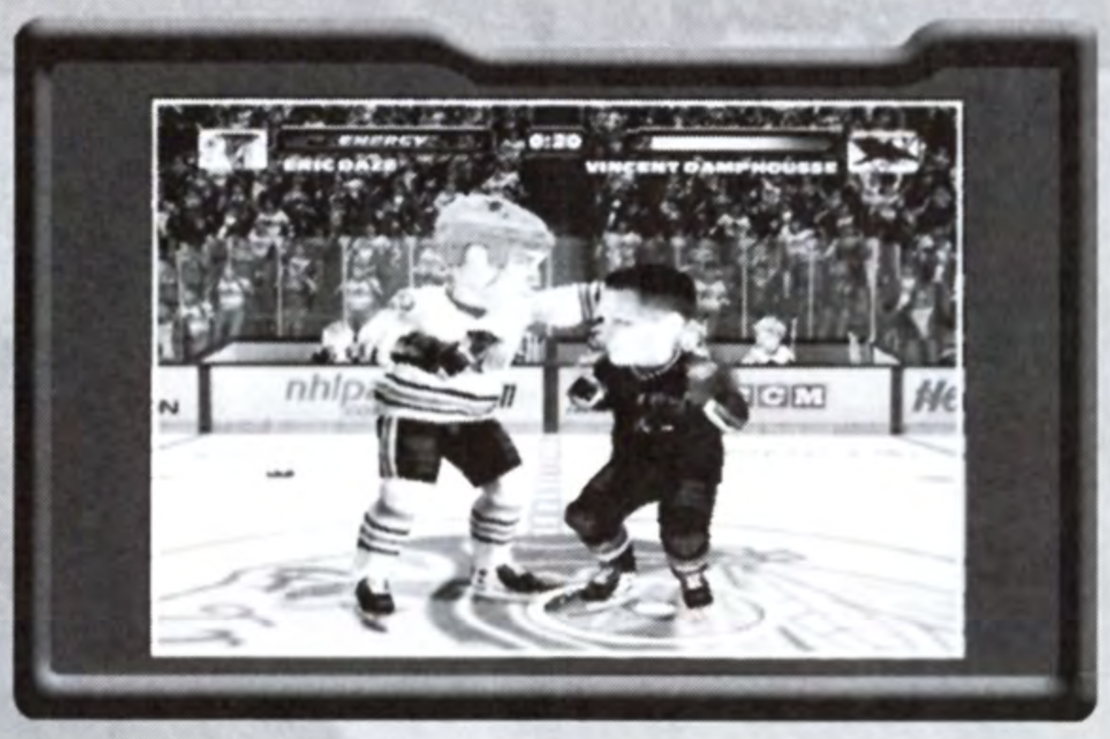
Take one for the team! Kneel down or lay down your stick to block an incoming shot or pass by pressing the L1 button when a player is shooting a puck toward your net or passing to a teammate.

DEKE-SPIN/GUARD PUCK

Every player on the ice is going to be hitting hard to get possession of that puck, so you'll need some moves to avoid the hits. Try the △ button to perform a Deke-Spin move to dodge a body check or press the ◉ button to guard the puck against a Stick Check.

FIGHTING

With enough hard hits on the ice, tensions build up, so you'll likely find yourself squaring off against an opponent. Be prepared, and try to get that first punch in. At the top of the screen is each player's energy bar. You run out of energy, you go down. Here are the fighting controls:



High Punch . . . . . ⊗ button
Grab . . . . . ◉ button
Low Punch . . . . . ▣ button
Block . . . . . △ button
Dodge . . . . . directional button ⬅ or ➡

REMEMBER: The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up (see **Penalties**, pg. 21.

COACHING STRATEGIES

COACHING STYLE ON THE FLY

During play, press the Right analog stick ⬇ to view the Coaching Style window. Press the directional button ⬆, ⬇, ⬅ or ➡ to access the **Offensive** and **Defensive** options, then press any button to make the change. On Offense, choose a **Passive**, **Aggressive** or **Normal** offense, and on Defense, choose **Zone**, **Man-on-man** or **Cherrypick**.

GAME ON!

On Fire

Hard hitting and defense has it's rewards. When you lay some hard hits on your opponent or make some nice defensive plays, your On-Fire meter will increase.

Your On-Fire Meter has two parts. As it fills up, the first half (Blue) will fill, followed by the second half (Yellow). When the blue half is filled, your player will begin to smoke. At this time, you can press the L2 button to have the smoking player burst into flames.

When you catch fire, all your attributes will increase 20%, so your success rate on the ice will also increase. Listen to the announcer as well. He'll clue you into the fact that a player is ready to go on-fire. You'll be on-fire for 30 seconds. You can also initiate On-Fire during a fight to increase your chances of winning.

Team Fire

If you resist using the first half of the On-Fire Meter, the second half will turn red and flash, and all your players will start smoking. When they all start smoking, press the L2 button to watch them all burst into flames.

Penalties

Penalties are administered to players following a **Fight** or when a player hits the Goalie. This penalty results in a Power Play.

Fighting Penalty

The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up. The losing fighter will be out for the remainder of the game.

Hitting the Goalie - The Power Play

When Goalie Interference is called, play will stop and one player will enter the Penalty Box. The opposing team will then go on a Power Play, giving them a one player advantage over the other team for the next 30 seconds.

INTERMISSIONS

SUBSTITUTIONS

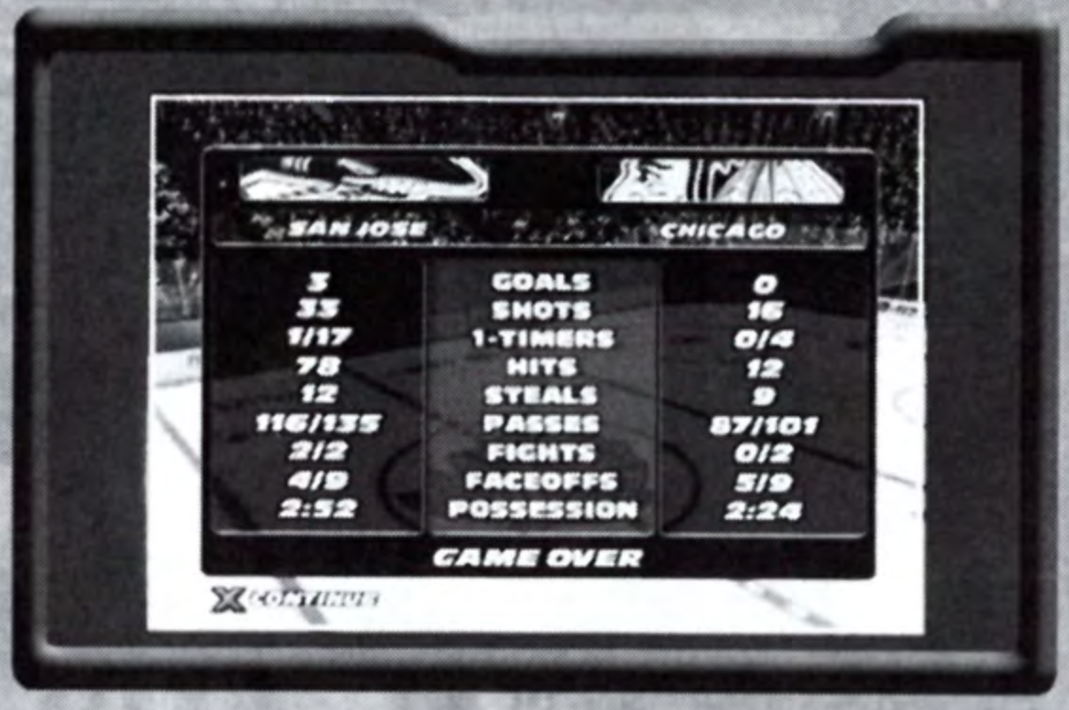
Between periods, you'll have an opportunity to substitute one or all players.

If a player has been penalized, the word "Penalized" will be displayed below his picture. If a player loses a fight, the word "Out" will be displayed.

At the Substitution Screen, press the directional button ⬅ or ➡ to cycle through the available players, then press the ⊗ button. If needed, repeat this process for all players.

Press the ◎ button to toggle between Attributes and the Overall vital stats (height, weight, handedness).

FINAL GAME STATS



Once the game has ended, you can go to Stats Central to view Team stats, Player stats and User stats. The Game Stats Screen displays the breakdown of final stats for the game.

TRIVIA

In all game modes, you can play Trivia to test your knowledge of the game. Read the question, and answer as quickly as possible. The clock is ticking. Correct answers are tracked and accumulated in your personal stats. If you answer correctly, your stats will be updated. Once you've earned enough Trivia points, new items will unlock (see **Unlockables**, pg. 15). The value of trivia points varies. Easy questions are worth 1 point, Medium (2 points) and Difficult (3 points).

PAUSE OPTIONS

PAUSE OPTIONS MENU

At anytime during the game, press the START button to pause the game and display the Pause Menu.

It contains standard game options to make adjustments to your current game.

REPLAY

You'll quite likely make some incredible plays that you'll have to look at from all angles. Controls are listed on-screen. Press the START button to exit Replay.

OPTIONS

See Options, pgs. 13 - 17.

STATS CENTRAL

Press the the directional button ↑, ↓, ← or → to highlight Team Stats, Player Stats, User Stats, Scoring Summary or the Penalty Summary. Press the ⊗ button to sort by statistic. Descriptions for abbreviated stats are listed at the bottom of the screen.

USER CONTROL

The User Control Menu lets you switch teams at any point in the game. Simply press the directional button ← or → to move your controller to the new team. This feature is especially useful in the event a friend joins or leaves a game in progress.

If a human player leaves, you can move his controller to the middle of the screen and let the CPU play out the rest of the game. If you move onto a player photo, you'll lock to that player

CONTROLLERS

See Controllers, pg. 14.

EXIT GAME

Exit the current game in progress and return to Main Menu or specific Game Mode menu.

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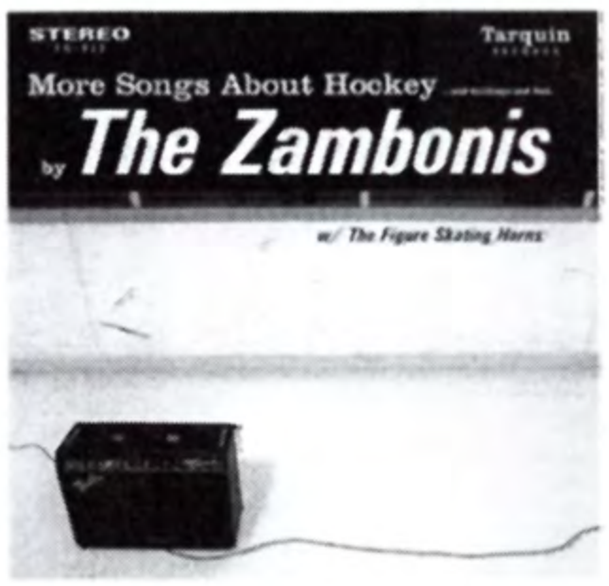

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Rob Zombie

"Feel So Numb"

"Feel So Numb"

(Rob Zombie, Scott Humphrey)

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"Bombshell"

Words by Spider

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